

# PASSWORD Junior

## RULES OF PLAY CONTENTS

- 25 clue strips with 10 Passwords listed on each side
- 2 "word decoders"
- Spinner with numbers 1-10

### OBJECT OF THE GAME

Have your team guess more Passwords than the other team.

### GAME PLAY

Game is for 4-6 players: two teams consisting of 2-3 players. To Play with 3 people, have 2 players compete with one person acting as the Clue Giver for the entire game.

#### BEFORE YOU START

STEP 1 - Divide into two teams of 2-3 players on each team.

STEP 2 - Pick one person on each team who will be the "giver" for the first round. (A round is the amount of plays it takes to guess ONE Password.)

The "giver" position changes for each round you play. If you are the "giver" for the first round, another player on your team will be the "giver" in the next round. Take turns being the "giver." (Alternately, you may decide that the same person on each team is to be the "giver" throughout the game.) If you are not a "giver," you will be a "guesser."

STEP 3 - Giver, slide a clue card into the decoder with whatever side you want facing up. Don't look at the words yet!

STEP 4 - The team with the youngest player goes first.

#### PLAYING THE GAME

STEP 1 - The "giver" on the first team spins the spinner, and slides the clue card down until that number can be read through the red "reveal" window in the card holder.

Say you are the giver and you spin "4." You pick up the decoder with the card in it and slide the card down to reveal the number you spun - that is, "4". This will also reveal a PASSWORD below the number. This is your PASSWORD for the round.

STEP 2 - The "giver" must now say or do something that will make the guesser(s) on his/her team say the PASSWORD.

Say the Password is "Doll." You might say "toy baby" and make a rocking motion with your arms. Or you might say the name of your favorite doll if everybody knows that name.

Say the Password is "flower." You might say "a pretty plant." Or you might say "daisy."

Say the Password is "computer." You might say "the thing you can't get Denny away from." Or you might say "the thing with the keyboard and mouse." Or you might make a typing motion and say "I'm looking at a screen."

**STEP 3** - The guesser(s) has one chance to guess the Password. If he/she guesses the Password, that team gets to keep the clue card. If they guess the wrong word, play moves to the opposing team (using the same PASSWORD.)

If there are several guessers, they may want to talk among themselves and try to agree on an answer. If one guesser shouts out an answer, that is considered the team's answer, and if it is wrong, the turn moves to the other team.

**STEP 4** - Giver, pass the card holder and clue card to the other team..

**STEP 5** - The turn moves to the other team where that team's "giver" tries to make his/her "guesser(s)" guess the Password.

All "guessers" should listen to the clues from both teams!! It will help you think of the answer.

## SCORING

If a team's "guesser" guesses the Password, the team gets to keep the clue card (take it out of the decoder and put it in a pile in front of his/her team) and the game moves to the next round.

## THE NEXT ROUND

The team that went second on the previous round, now starts Round 2. The "giver" gets a new clue card and puts it in the decoder. He/she spins the spinner and moves the card in the decoder to the word number indicated on the spinner. Then the giver gives a clue to the "guesser(s)" and the game progresses as it did in the first round.

## WHAT IF NOBODY GETS THE PASSWORD?

The turn may move back and forth 6 times - that is, each team has three chances to guess the Password. If it helps to keep track of the back-and-forth, teams may use the pointer on the spinner to count the turns. Just point the spinner on "1" for the first turn, "2" for the second turn, "3" for the third turn, etc. If after 6 turns, nobody guesses the Password, put the card back into the pile and the turn moves to the team who was second on the last round.

## CLUES NOT ALLOWED

Just about anything goes for clues in Password Junior except for clues that have part of the PASSWORD in them. For example, if the Password is "fireman," you may not say "person who puts out fires" because the word "fire" is in the word "firemen." For groceries you may not say "things you buy at the grocery store."

## WINNING

Password Junior is a "Best of Eleven" Series. The first team to earn 6 clue cards is the Winner! For a longer game, you can play all of the cards, and whichever team finishes with the most cards at the end wins! There are 500 words on 25 cards Front and Back. Once you play a game with one side, turn the cards over and play the other!

## PARENTS NOTE:

### TEACHING THE GAME.

The best way to teach the game is to give examples. You might wish to have some practice rounds. After the children finish giving clues, you could suggest some alternative clues, saying "I might have said....."



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- The CLUE word must be a SINGLE, non-hyphenated word. For example, the clue "well-to-do" would not be allowed.
- If the opposing team CHALLENGES a clue as being 2 words or hyphenated, it is looked up in the dictionary. The point value of the Password at that time goes to the team that was right.
- Proper nouns may be used as CLUE words. Thus, "Hitchock" may be given for the Password "mystery".
- No part or form of the Password may be used as a clue. "Chemist" could not be used for "chemistry", "steal" could not be used for "stolen", and "milk" could not be used for "milkshake".
- Specific gestures and pantomime are NOT ALLOWED. For example, a player may not "curve" with his hands. Players ARE ALLOWED to show facial expressions and use voice inflections. For example, a player may whisper "silence" to get "quiet" as a response.
- A previously given CLUE word may be repeated by either player. It is also proper to link a clue to previous CLUE words. For example, "race", "horse", and "rider" may be three separate CLUE words linked together to get "jockey" as a response.
- NO SPELLING of a CLUE word is allowed. If a FORM of the Password is given as a RESPONSE, the responding player is given ONE CHANCE to correct the word to the exact Password. For example, if "mud" is given for the Password "muddy", the player is told that they have given a form of the word and have one chance to correct it. If they don't come up with "muddy" in their next response, then the Password is thrown out and no one scores on that word.

### RULES FOR CLUES

The Password is always a SINGLE word, not hyphenated and NOT a proper noun.  
 The team of Jenny and Dan have WON the game. Their total score is 43 points, while Jake and Kim scored only 29 points. The "A" players, Jenny and Jake scored as shown. Jenny scored on words 2 and 4. Jake scored on words 1 and 5. The fifth word was guessed by Jake when the ARROW was at position 6 on the indicator, so his score for that word is doubled, making it a 12 point word. Zero (0) was scored on word 3 as neither guessed it within 10 clues. For the "B" players, Dan guessed word 1, 3, and 5 (Doubled), while Kim scored on words 2 and 4.

PLAYER A	WORD					
	1	2	3	4	5	6
JENNY	0	5	5	12	12	0
JAKE	8	8	8	8	8	12
<b>TEAM TOTAL</b>	<b>8</b>	<b>13</b>	<b>10</b>	<b>24</b>	<b>20</b>	<b>12</b>

PLAYER B	WORD					
	1	2	3	4	5	6
DAN	8	8	8	8	17	17
KIM	0	17	17	17	17	17
<b>TEAM TOTAL</b>	<b>8</b>	<b>25</b>	<b>25</b>	<b>25</b>	<b>34</b>	<b>34</b>


- Use the same rules for clues and scoring as in the standard 4 player game.
- In this game, ONE player GIVES CLUES to TWO PLAYERS who compete in guessing the CORRECT PASSWORD.
- The GIVING player, using any word list, gives ONE CLUE to both RECEIVING players AT THE SAME TIME.
  - The RECEIVERS may make ONE GUESS for each clue given, if desired, a receiving player may PASS, and not give a response.
  - As soon as each guess has been made, the GIVING player indicates whether it is the correct PASSWORD. The player to respond FIRST with the correct password, receives the point score for the word. If both players respond with the correct Password simultaneously, both receive the point score.
  - A Game consists of 5 Passwords, the fifth word scoring DOUBLE.
- THE WINNER IS THE PLAYER WITH THE HIGHER SCORE.
- ### GAME FOR THREE PLAYERS - A Variation of the Standard 4 player game

# PASSWORD™

the classic word association game

PASSWORD, the home version of the classic TV game, will provide many hours of stimulating entertainment. The OBJECT of the game is to score points by guessing the correct "PASSWORD" from one-word CLUES given by a partner.

## EQUIPMENT USED IN THE GAME

1. 50 PASSWORD CARDS - "A" cards and "B" cards each contain two DIFFERENT SETS of five words on each side. The  after the card number indicates the reverse side of the card. The words in BLUE are HIDDEN by an overprint of "Password" in RED.
2. Leatherette CARD HOLDERS - The 2 CARD HOLDERS should be separated. They reveal the words, one at a time. Password cards are marked "TOP" with arrows pointing up. These are slid into the BOTTOM opening of the HOLDER and pushed up as directed by the arrows, until the top word on the card appears in the RED WINDOW. "A" players use "A" words; "B" players use "B" words.
3. The SCORING INDICATOR is used to keep the point value of each Password throughout the game.
4. The SCORE PAD is for keeping score and also contains rules for clues.

## RULES FOR PARTNER PLAY - 4 players. Home version differs from TV. No MC required.

Each team is composed of one "A" player and "B" player. The As (two) sit side-by-side facing their "B" partners. As use ONE HOLDER between them and Bs use other holder. The "A" word list is seen only by the As; the "B" words only by the Bs. The A and B players alternate as GIVERS and RECEIVERS of the CLUE words.

1. "A" players start as GIVERS of CLUES for Password No. 1 on the "A" word list. Both "A" players look at the same Password in their CARD HOLDERS.

2. The starting "A" player takes the ARROW and places it at position 10 on the SCORING INDICATOR. He then gives a ONE CLUE WORD to his "B" partner.
3. REFER to the "RULES FOR CLUES" section of the instruction sheet.
4. If the "B" player does not guess the correct Password after the first CLUE, the ARROW on the SCORING INDICATOR is moved to 9 and given to the opposing "A" player who gives a ONE CLUE WORD to his "B" partner. As long as the correct Password is not guessed, the turns continue, alternating between teams with "A" players giving CLUES to the "B" players. EACH TIME A CLUE is given, the ARROW is moved to the next lower number.
5. When a "B" player guesses the correct Password, he scores the point value as shown on the SCORING INDICATOR. For example, if three clue words had been given, the point value for that Password is 8.
6. If the Password has not been guessed after 10 CLUES (5 given by each player) - neither "B" player scores for that word.

7. After Password No. 1 has been guessed (or missed) the "B" players, using word No. 1 on their "B" word list, GIVE CLUES to the "A" players. Teams alternate in giving the first clue, following rules 2 through 6 above.
8. The game continues with "A" players using their word No. 2, GIVING CLUES, then "B" players using their word No. 2, and so on. Word No. 5 marked with an asterisk (\*), counts for DOUBLE POINT VALUE. For example, if the ARROW is at 7 when Password No. 5 is guessed, the score for that word is 14.
9. Scoring - after each Password is correctly guessed, the point value, as shown on the SCORING INDICATOR, is recorded on the Score pad. The player who guessed the Password scores the points, while his opponent scores zero (0) for that word. SEE EXAMPLE OF SCORING A GAME in the instruction sheet.
10. The game is ENDED when word No. 5 on the "B" list is completed. Add the point scores of "A" and "B" play-

THE PARTNERS WITH THE HIGHER TEAM SCORE ARE THE WINNERS.